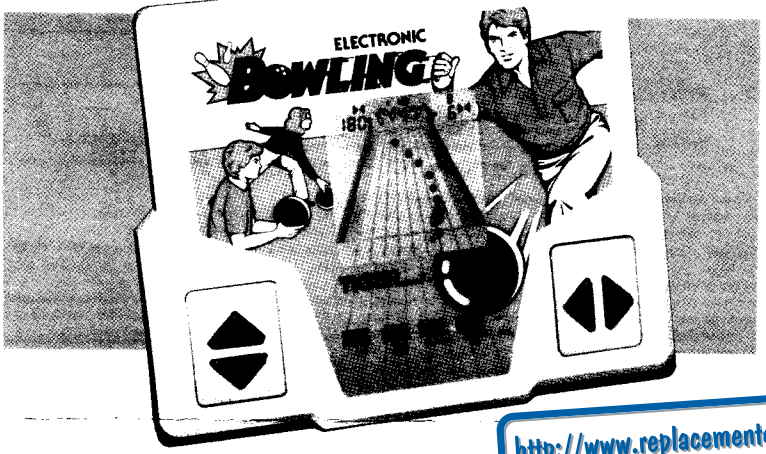
ELECTRONIC

MODEL 7-745

BOWLING™ LCD GAME

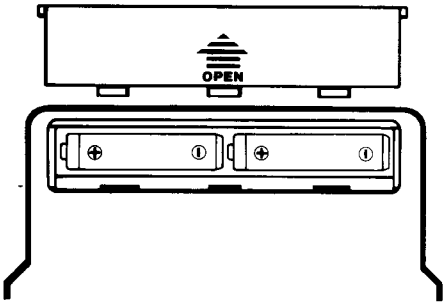
1 OR 2 PLAYERS



http://www.replacementdocs.com

INSERTING THE BATTERY

1. When the battery needs replacing, remove the battery compartment cover on the back of the game.
   (To remove cover push in direction of the arrow)

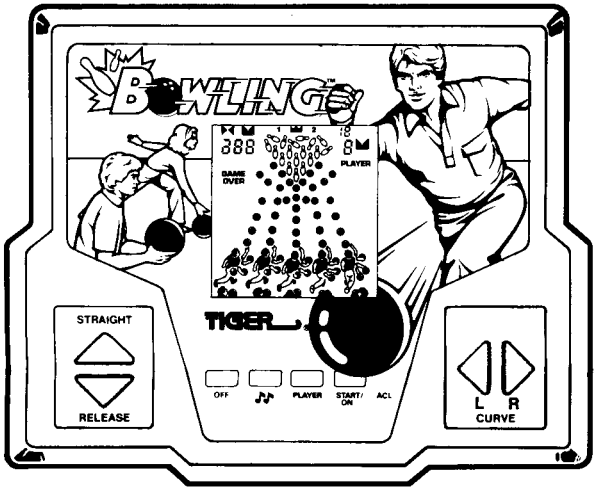


2. Insert two "AA" batteries or equivalent making sure to align "+" and "–" as shown.
3. After battery insertion the ACL switch must be pushed. (Use a ballpoint pen). The display should appear as in the diagram below.

CAUTION

1. High temperature will destroy the unit. Do not leave unit in direct sun light.
2. Do not press on the liquid crystal display and avoid heavy shock to the game or damage may occur.
3. Do not use a pencil or pin to press the ACL switch. Use a ballpoint pen.
4. Replace batteries at the first sign of erratic operation.
5. Clean only with a piece of soft cloth.

HOW TO SELECT A GAME



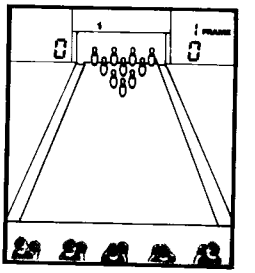
Select the number of players (1-2) by pressing the "Player Key".

THE GAME

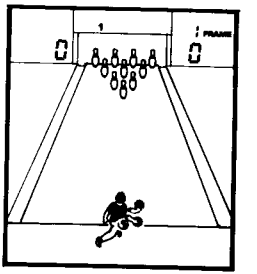
1. The display will first show the highest score to date and then reset to zero. A full game of 10 frames is ready to play with automatic score calculation including strikes and spares, all based on real bowling score system.
2. For two players game, the player number and frame number will be displayed at the start of each frame, player 1 will start first.
3. If you hit a strike, the "strike" indicator will flash to congratulate you.
4. If it is a two players game, players switch when a frame is finished. (The player number will be displayed).
5. At the end of the game, "Game Over" and score will be displayed. For two player game the score will be displayed alternately.
6. Maximum score is 300 points.
7. During the game you can turn off the sound by pressing the "Music" key.
8. Press the "Start" button to start a new game.
9. You can press the "Off" button to turn off the game.

HOW TO PLAY THE GAME

1. Press Start/On then select the number of players desired. Press Start/On again and use either the "◀ "or the " ▶ " to position the player to the left or to the right on the alley.



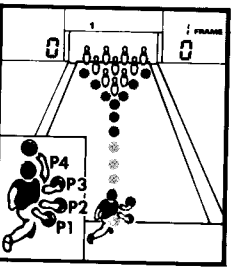
2. Press the release button " ▼" to start bowling. The player's arm will swing backwards.



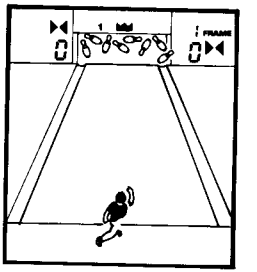
3. When the player's arm swings forward release the ball with one of three buttons.
   Press " ▲ " to throw the ball straight.
   Press " ◀ " to throw a left curve.
   Press " ▶ " to throw a right curve.

Insert:

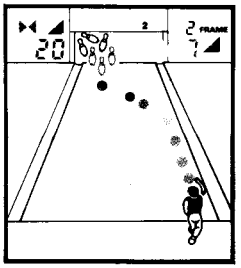
Results depend on your timing.
If you press button when arm is in P2 and P3 position you will score more than if you press button when arm is in the P1 and P4 position.



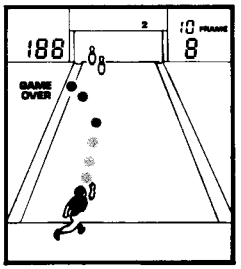
4. If you knock down all 10 pins with the first ball you score a strike.



5. If you knock down all 10 pins with two balls you score a spare.



6. The game is over after 10 frames of play (display on upper right). Your score is automatically calculated and displayed (on upper left).



90-Day Limited Warranty

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway. Vernon Hills, Illinois 60061, U.S.A.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$ 8.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, U.S.A.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
2) Carefully print on the box or carton the following name and address

© TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$ 8.00 payment for the repair service.

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